

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	121	703/9.ccor.	US-PGPUB; USPAT	OR	ON	2007/01/22 09:02
S2	381	703/6.ccor.	US-PGPUB; USPAT	OR	ON	2007/01/22 09:02
S3	1271	703/2.ccor.	US-PGPUB; USPAT	OR	ON	2007/01/22 09:02
S4	466	345/473.ccor.	USPAT	OR	ON	2007/01/22 09:40
S5	135	345/474.ccor.	USPAT	OR	ON	2007/01/22 09:40
S6	1990	spray adj particle	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:32
S7	306094	fluid with surface	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:33
S8	254	S6 and S7	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:34
S9	17	S8 and simulat\$4	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:35
S10	39216	spray with particle	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:37
S11	3584	S10 and S7	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:37
S12	387	S11 and simulat\$4	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:38
S13	154	S12 and velocity	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:41
S14	71	S13 and boundary	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:42
S15	55	S14 and @ad<="20040217"	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:42
S16	41898	level adj set	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:44

## EAST Search History

S17	2	S12 and S16	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:45
S18	13	S11 and S16	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:47
S19	5	S12 and ballistic	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/01/22 11:47
S20	7	("4809202"   "5239623"   "5367614"   "5432718"   "5537641"   "5594671"   "5606517").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2007/01/22 12:30
S21	20	("5877777").URPN.	USPAT	OR	ON	2007/01/22 13:36

		Results
10.	(((((((pub-date > 1959 and pub-date < 2005 and FULL-TEXT(particle) and FULL-TEXT(spray)) and fluid) and surface) and simulat*) and velocity) and boundary) and region) and ballistic [All Sources(- All Sciences -)]	51
9.	(((((((pub-date > 1959 and pub-date < 2005 and FULL-TEXT(particle) and FULL-TEXT(spray)) and fluid) and surface) and simulat*) and velocity) and boundary) and region [All Sources(- All Sciences -)]	919
8.	(((((((pub-date > 1959 and pub-date < 2005 and FULL-TEXT(particle) and FULL-TEXT(spray)) and fluid) and surface) and simulat*) and velocity) and boundary [All Sources(- All Sciences -)]	1,079
7.	(((((((pub-date > 1959 and pub-date < 2005 and FULL-TEXT(particle) and FULL-TEXT(spray)) and fluid) and surface) and simulat*) and velocity [All Sources(- All Sciences -)]	1,590
6.	(((((((pub-date > 1959 and pub-date < 2005 and FULL-TEXT(particle) and FULL-TEXT(spray)) and fluid) and surface) and simulat*) and "level set" [All Sources(- All Sciences -)]	24
5.	(((((((pub-date > 1959 and pub-date < 2005 and FULL-TEXT(particle) and FULL-TEXT(spray)) and fluid) and surface) and simulat*) and animat* [All Sources(- All Sciences -)]	22
4.	(((((((pub-date > 1959 and pub-date < 2005 and FULL-TEXT(particle) and FULL-TEXT(spray)) and fluid) and surface) and simulat* [All Sources(- All Sciences -)]	2,284
3.	(((pub-date > 1959 and pub-date < 2005 and FULL-TEXT(particle) and FULL-TEXT(spray)) and fluid) and surface [All Sources(- All Sciences -)]	5,490
2.	(pub-date > 1959 and pub-date < 2005 and FULL-TEXT(particle) and FULL-TEXT(spray)) and fluid [All Sources(- All Sciences -)]	6,572
1.	pub-date > 1959 and pub-date < 2005 and FULL-TEXT(particle) and FULL-TEXT(spray) [All Sources(- All Sciences -)]	20,378

Mon, 22 Jan 2007, 3:31:05 PM EST

Edit an existing query or  
compose a new query in the  
Search Query Display.

## Search Query Display

Select a search number (#)  
to:

- Add a query to the Search Query Display
- Combine search queries using AND, OR, or NOT
- Delete a search
- Run a search

## Recent Search Queries

		Results
<u>#1</u>	((particle<and>spray)<and>surface) <and> (pyr >= 1951 <and> pyr <= 2004)	1266
<u>#2</u>	((particle<and>spray)<and>surface<and>fluid) <and> (pyr >= 1951 <and> pyr <= 2004)	425
<u>#3</u>	((particle<and>spray)<and>surface<and>fluid<and>simulat* <and> (pyr >= 1951 <and> pyr <= 2004)	274
<u>#4</u>	((particle<and>spray <and>surface<and>fluid<and>simulat*<and>velocity) <and> (pyr >= 1951 <and> pyr <= 2004)	195
<u>#5</u>	((particle<and>spray <and>surface<and>fluid<and>simulat*<and>velocity<and>animat* <and> (pyr >= 1951 <and> pyr <= 2004)	13
<u>#6</u>	((particle<and>spray <and>surface<and>fluid<and>simulat*<and>velocity<and>(level set)) <and> (pyr >= 1951 <and> pyr <= 2004)	4
<u>#7</u>	((particle<and>spray <and>surface<and>fluid<and>simulat*<and>velocity<and>boundary) <and> (pyr >= 1951 <and> pyr <= 2004)	140
<u>#8</u>	((particle<and>spray <and>surface<and>fluid<and>simulat*<and>velocity<and>boundary<and>region) <and> (pyr >= 1951 <and> pyr <= 2004)	109
<u>#9</u>	((particle<and>spray <and>surface<and>fluid<and>simulat*<and>velocity<and>boundary<and>region<and>level) <and> (pyr >= 1951 <and> pyr <= 2004)	90
<u>#10</u>	((particle<and>spray)<and>surface<and>(level set)) <and> (pyr >= 1951 <and> pyr <= 2004)	10



particle spray simulate animate "level set"

2004

Search

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Results 1 - 13 of 13 for **particle spray simulate animate "level set"**. (0.09 seconds)

## All Results

[R Fedkiw](#)[N Foster](#)[D Enright](#)[S Marschner](#)[J Tessendorf](#)[Practical animation of liquids - group of 32 »](#)

N Foster, R Fedkiw - Proceedings of the 28th annual conference on Computer ..., 2001 - portal.acm.org

... Then, for each **simulation** time step III. ... these stray **particles** could be used as control**particles** to indicate the presence of fine **spray** or mist. ...[Cited by 224](#) - [Related Articles](#) - [Web Search](#)[Animation and rendering of complex water surfaces - group of 27 »](#)

D Enright, S Marschner, R Fedkiw - ACM Transactions on Graphics (TOG), 2002 - portal.acm.org

... 3 **Simulation** Method ... The inclusion of **particles** provides a way for capturing theliveliness of a real liquid with **spray** and splashing effects. ...[Cited by 169](#) - [Related Articles](#) - [Web Search](#) - [BL Direct](#)[Animation and control of breaking waves - group of 7 »](#)

V Mihalef, D Metaxas, M Sussman - Proceedings of the 2004 ACM SIGGRAPH/Eurographics symposium ..., 2004 - portal.acm.org

... Their work integrates **particle** systems with the CIP Eulerian ... while the results forthe **spray simulation** are a ... realism, the ones for foam **simulation** require ...[Cited by 20](#) - [Related Articles](#) - [Web Search](#)[USE OF THE PARTICLE LEVEL SET METHOD FOR ENHANCED RESOLUTION OF FREE SURFACE FLOWS](#)

DP Enright - 2002 - math.ucla.edu

... face fluid **simulation**. ... this dissertation is drawn from two articles, "A Hybrid **Particle** ...Computational Physics and "**Animation** and Rendering of Complex Water ...[Cited by 4](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)[Directable photorealistic liquids - group of 6 »](#)

N Rasmussen, D Enright, D Nguyen, S Marino, N ... - Proceedings of the 2004 ACM SIGGRAPH/Eurographics symposium ..., 2004 - portal.acm.org

... [EMF02] demonstrated the **particle level set** method's ... Work incorpo- rating bubbles,**spray** and foam can be ... an efficient adaptive approach to liquid **simulation**. ...[Cited by 29](#) - [Related Articles](#) - [Web Search](#)[Simulating ocean water - group of 5 »](#)

J Tessendorf - Siggraph Course Notes, 1999 - finelightvisualtechnology.com

... the breaking down to the detail of **spray** formation, simply ... center of each regionacts as a **particle**, and the ... on the more narrow goal of **simulating** the motion ...[Cited by 62](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)[Simulating Natural Phenomena for Computer Graphics - group of 4 »](#)

R Fedkiw - Geometric Level Sets in Imaging, Vision and Graphics, edited ..., 2002 - graphics.stanford.edu

... faster than would be allowed by a straightforward physical **simulation**. ... The inclusionof **particles** provides a way for ... of a real liquid with **spray** and splashing ...[Cited by 1](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)[Computer graphics for water modeling and rendering: a survey - group of 5 »](#)

A Iglesias - Future Generation Computer Systems, 2004 - Elsevier

... In the water **simulation** schemes, they were generally applied ... model the foam and the**spray** generated by ... The **particle** systems were firstly introduced by Reeves [8 ...[Cited by 2](#) - [Related Articles](#) - [Web Search](#)[Rigid, Melting, and Flowing Fluid - group of 7 »](#)

MT Carlson - 2004 - smartech.gatech.edu

... surface with a **particle level set** technique [14]. ... A major goal in **animation** researchis to **simulate** the behavior of real-world materials, including ...[Cited by 3](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)[Rigid, Melting, and Flowing Fluid](#)

FO James - 2004 - etd.gatech.edu

... surface with a **particle level set** technique [14]. ... A major goal in **animation** researchis to **simulate** the behavior of real-world materials, including ...[Related Articles](#) - [View as HTML](#) - [Web Search](#)[Research Interests - group of 16 »](#)

H Zhang - Math. Sci. Res. Hot-Line, 2001 - me.eng.sunysb.edu  
... colloquium series, "Modeling of Particle In-Flight ... Advanced Diagnostic in Thermal  
**Spray**", SPCTS-ENSIL ... for Physical and Numerical **Simulation**, Shanghai, China ...  
[Related Articles](#) - [View as HTML](#) - [Web Search](#)

[book Innovative CFD Methoden Für Studien Zur Wasserstoff-Sicherheit Mit High-Performance Supercomputing ... - group of 2 »](#)  
W Rehm - 2001 - werehm.gmxhome.de  
... Computing (HPSC) for the **simulation** of reactive flows ... including multi-fluid flows,  
**particle** transport and ... and post-processing with visualization or **animation**. ...  
[Related Articles](#) - [View as HTML](#) - [Web Search](#) - [Library Search](#)

#### MUSIC COMPOSITION AND PERFORMANCE IN INTERACTIVE COMPUTER/HUMAN SYSTEMS

C van Tonder - 2004 - otoplasma.com  
... **particles** (for lack of a better description) that make up an ... draws on many genres,  
such as computer **animation**, visual effects ... Computers can **simulate** interaction ...  
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